

Flash can only create motion tweens from grouped objects or from symbols.

4. In the Timeline, select Frame 5, and choose Insert > Keyframe.
- Flash duplicates the symbol from Frame 1 in the new keyframe.
5. On the Stage, in Frame 5, rotate your object 90 degrees in a clockwise direction (**Figure 9.14**). (For detailed instructions on rotating objects, see Chapter 3.)
6. To access the Frame Properties dialog box, in the Timeline, double-click Frame 1 or one of its associated in-between frames (frames 2, 3, and 4).
7. In the Frame Properties dialog box, choose the Tweening tab.
8. From the Tweening pop-up menu, choose Motion.
9. From the Rotate pop-up menu, select a direction of rotation (**Figure 9.15**).

Flash doesn't remember what direction you originally rotated an object to create the ending keyframe of a tween sequence. You must choose one of three options in the Rotate menu. Automatic allows Flash to rotate the object in the direction that requires the smallest movement (**Figure 9.16**). Choose Clockwise to have Flash rotate the object clockwise; choose Counterclockwise to have Flash rotate the object counterclockwise.

10. Click OK.

Flash tweens the object so that it rotates around its center point. Each in-between frame shows the object rotated a little more.

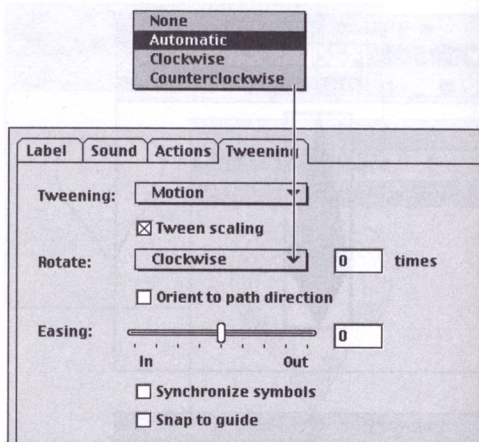


Figure 9.15 The Rotate pop-up menu in the Frame Properties' Tweening tab lets you tell Flash in what direction to rotate a tweened object.

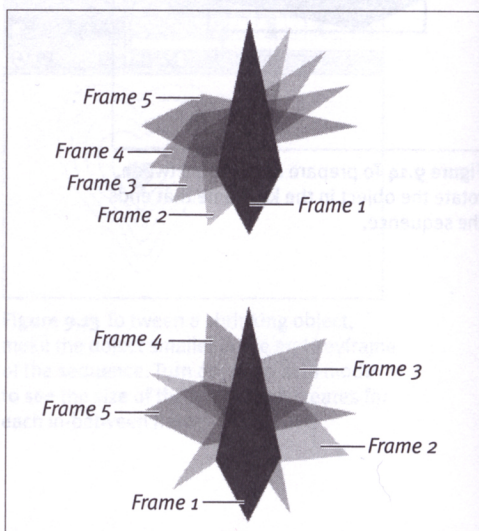


Figure 9.16 To create a tween that involves rotation, you can set the direction of the rotation as clockwise or counterclockwise. You can also let Flash pick the direction that involves the smallest change (this allows Flash to create the smoothest motion). Compare the degree of change in each frame between rotating an arrow clockwise from 3 o'clock to 6 o'clock (top) versus rotating the arrow counterclockwise to reach the same position (bottom).